72107

OBSESSION™

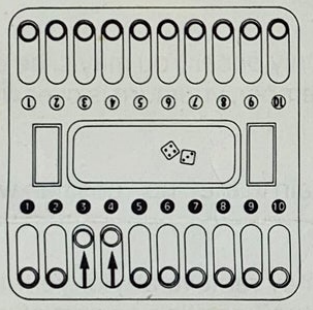
THE GAME YOU CAN'T GET ENOUGH OF!

Object of the game: Get all ten of your rings into either the "up" position or the "Safety Zone".

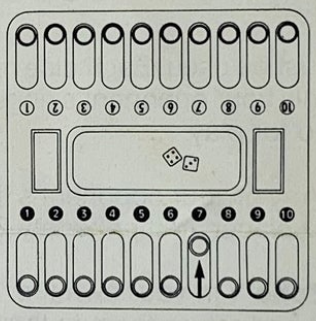
Setting up: Place all twenty rings into their proper slides, one per slide, and in the "down" position at the edge of the Obsession board—one player choosing light color rings, the other dark. Roll for first... highest roll begins the game.

Playing the game: Each player, in turn, rolls the dice and slides to the "up" position his ring or rings corresponding to the numbers on the dice. For example, if you roll a "4" and a "3", you may either: **A**) move both the "4" and the "3" rings up, or **B**) move only the "7" ring up.

A



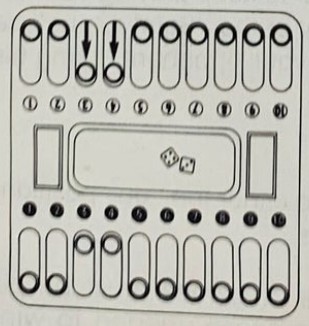
B



Both dice must be used separately or totaled. Your rings may be moved only from the "down" to the "up" position. Player continues to roll and slide as many rings as possible into the "up" position. When you can no longer use the number combinations on both dice, your turn is over.

The next player rolls the dice and slides his rings according to the same rules. However, he now may include the first player's "up" rings in his play, moving them *back* to their "down" position. For example, if he rolls a "3" and a "4", he may either:

1



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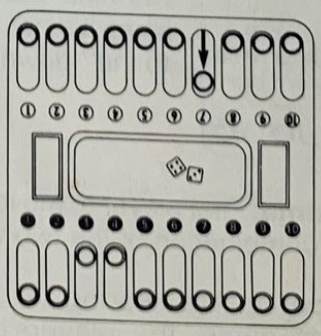

1) move his own "3" and "4" rings up, or **2**) move his "7" ring up.

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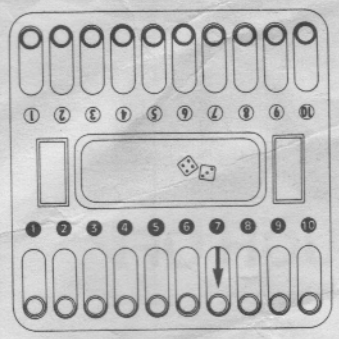
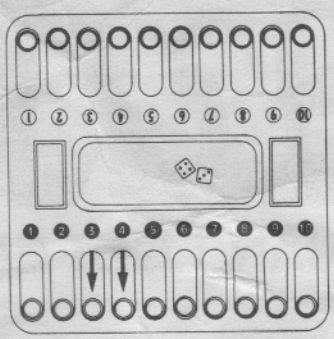
3



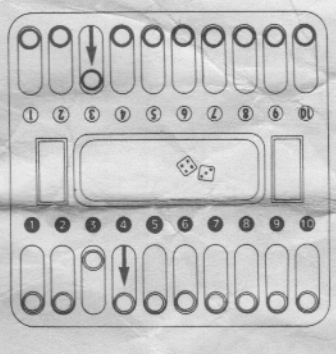
4



or 3) move his opponent's "7" ring down,

or 4) move his opponent's "3" and "4" ring down,

5



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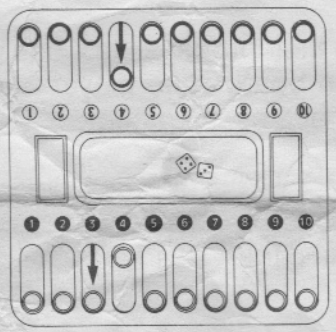


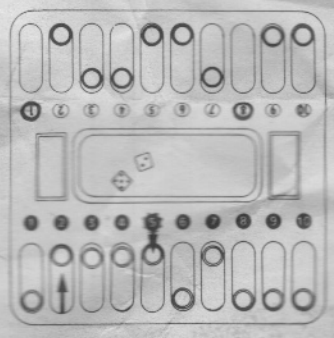
or 5) move his "3" ring up and his opponent's "4" ring down,

or 6) move his "4" ring up and his opponent's "3" ring down.

Both dice must be used. Each dice may be used only *once*. You may slide only your own rings *up* and only your opponent's rings *down*. Remember, your turn is over when both dice cannot be used for play.

Important: Any of your opponent's rings that remain in the "up" position when your turn is over must be placed in the "Safety Zone".

The "Safety Zone": In your own turn of play you may remove any of your rings from the "Safety Zone" and return them to their respective "up" position as part of your play. This way you can continue your play which ordinarily would be ended because you have no other available rings to move. For example, if you throw a "5" and a "2", and you moved your "2" into "up", you could move your "5" ring from the "Safety Zone" back to its "up" position.



You may *not* move any opponent's rings which are in their "Safety Zones". Sometimes it's worth a chance to return rings from the "Safety Zone" just to keep playing your turn... sometimes it's not. Every ring out of the "Safety Zone" can be returned to the "down" position by your opponent during his turn.

Winning the game: First player to move *all* his rings to either the "up" position, the "Safety Zone", or any combination of the two wins the game.

Scoring Version: In the scoring version, a series of games must be played. Before the start of the game, the players determine the score needed to win. Fifty points is usually a good winning score. When each game is finished, all the discs of the losing player that are in the down position are added to the winner's total. The first player to reach the required point total wins!

Pat. Pend.